

NetClient

+ serial

- + NetClient()
- + Reinitialize()
- + ~NetClient()
- + connectLoad()
- + loginSavedGame()
- + startGame()
- + SetConfigServerAddress()
- + GetCurrentServerAddress()
- + SetCurrentServerAddress()
- + shipSelections()
- and 67 more...
- + Reconnect()
- + CleanUp()